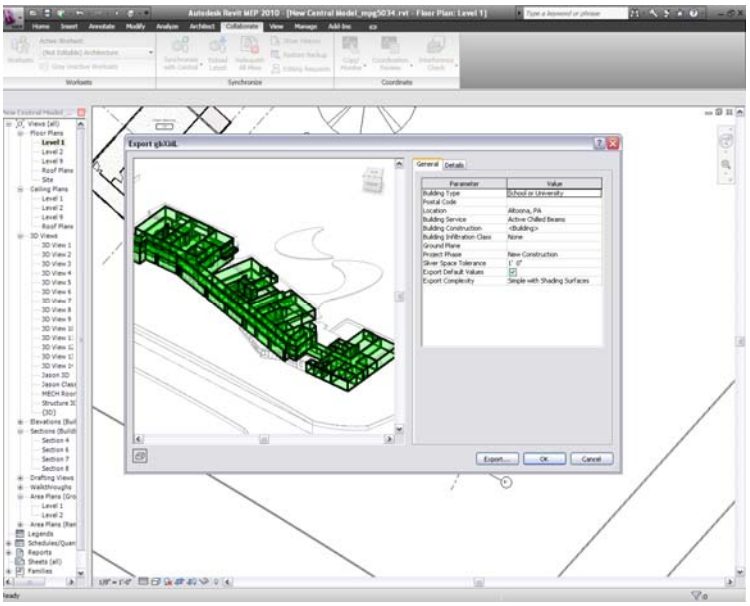
Step by Step process to import Revit Model into gbXML for input in TRACE energy modeling programs

Abstract: Importing geometries from a Revit architectural model into TRACE to streamline adding rooms into TRACE.

1. Create Revit model with all windows, doors and walls included.
2. Use the room tag (Revit Arch) or space tag (Revit MEP) feature to select the different rooms in your model.
3. Use room or space separators to create rooms with no more than 6 points. A room with a highly complex shape does not import well into TRACE.
4. When placing spaces or room, Revit starts with the number 1 for the first room tag number. If you wish to make the number correspond to the first floor simply change the first room you tag on the floor to 100 and every tag after will count up from 100.
5. Identifying the type of space will also allow you to work faster in TRACE.
6. Select all spaces, click element properties, and make sure the “Upper Limit” is set to the floor above and the “Limit Offset” and “Base Offset” categories are set to 0’0”.
7. Click on the Revit icon, highlight Export then Export as a gbXML.



8. Save gbXML with a file name less than 28 characters.
9. Open TRACE, disregarding the startup screen.
10. Click File, then Import gbXML and allow the file to be imported to TRACE.
11. Check each room to ensure that all walls and windows correspond to their actual lengths and heights. Sometimes the import duplicates walls and they show up as only 4 feet high. Be sure to delete these out of TRACE if they are present.